STRIKE FORCE ROULETTE

Cycles, cycles, cycles....
You cannot get away from them in the game of Roulette.

Red, black, red, black...

Red, red, red, red.

Black, black, black...

Red, red, black, black...

1st doz, 1st doz, 2nd doz, 2nd doz, 1st doz, 1st doz, 2nd doz, 2nd doz

You can be sure that the results will never follow the same pattern continuously and random distribution nearly always prevails.

Knowing this is not going to help us win at roulette unless other factors are considered.

How many times have- you had a break-even situation while playing Roulette? You win, and

then win again, and then you lose, and then lose again.
You go home with your tail between your legs, and this is after you look back at the scoreboard only to see that you would have won again if you had carried on playing.

You may have lost, won, lost won, and then panicked and cashed in, again only to see that your winning run would have continued.

You may have lost, lost, lost, walked away and noticed that you would have lost even more if you had continued.

An expensive & terrible blow to your confidence and future play.

Maybe if you had been following a plan that is not guided by the result of the previous spins, things could have been different.

Who cares if 10 reds have come out, why should you play red or black next?

Who cares if you have just won and won, no need to pack up and go, the run may continue.

All of the above were considered factors in the creation of Strike Force Roulette.

If we are going to win, then we want to win big.

If we are going to lose, then we are only going to lose little.
We don't want stressful playing sessions, we also don't want long ones that go on for hours, while trying to dig ourselves out of a hole.

We want to play something that is almost like clockwork, where no outside influences can affect it.

Welcome to STRIKE FORCE ROULETTE SYSTEM

Introduction

Although this system is very simple to play once you fully understand it, 1 would recommend that you read through the instructions and then read them again.

At first it will not be clear exactly how you will be playing, but with further reading it will become very clear and quite an easy and relaxing system to play.

Throughout the instructions 1 have highlighted certain points and this is to let you know these are key points which you should take note of.

The Bet

We will be making 5 selections every spin.

These selections will consist of two 6 lines (2 x double streets), and 3 streets.

Five selections only.

The Cycle

We will play the session in two 10 spin cycles.
This is to allow bet progression to take place and to expose ourselves to various occurrences that we can meet in 20 spins of a roulette wheel.

Bet Progression

The progression is designed so that it is not influenced by previous results.

If we lose, and then lose again, followed by a couple of wins, we will more than recover what was previously lost.

If we win a couple of spins and then lose a couple of spins, depending on which stage we are at, we should still be in a good position if not still in front.

If we hit a winning streak, then we will be taking full advantage of it and we will be winning as much as possible.
We start off play with 1 chip on each of the 5 selections.

Spin number 2 we play with 2 chips on each of the 5 selections.

Spin number 3 we play with 3 chips on each of the 5 selection.
This increasing of bets continues until we have played spin number 10 and then we start the cycle, again by playing 1 chip on each of the 5 selections.
Continue to increase all 5 selections by one chip every spin, until you have completed 10 spins.

When 2 cycles of 10 spins have been played we cash in and calculate how much we have won or lost.

<u>Bet Selections</u>

Every spin of your two 10 spin cycles you will bet on the six-line 28/31, and the six line 31/34.

This gives you total cover on the last 9 numbers on the table.

Ignoring the zero, we are now left with just 9 streets, which cover the numbers from 1 to 27.

On a casino scorecard, just mark each of these streets with the numbers 1 to 9.

We will be playing 3 of these streets in conjunction to the 2 six-line bets that we Already have covered every spin.

How we do this is quite simple.

We ignore all results that land on the zero or are from the last nine numbers 28 to 36.

Having done this we then place our 3 sections on the 3 streets that came out before the last street that came out from the streets 1 to 9.

<u>Marking our scorecard</u>

Instead of marking your scorecard with the number that has just come out, mark down the number of the street, from 1 to 9.

If the ball lands in zero or any number from the last nine, 28 to 36, then we just put down a dash.

Eg. Results 8, 14, 33, 1, 26, 0, 14 would be marked down as:

3
5
-
1
9
-
5

These numbers represent that street number 3 was where the first result landed followed by street number 5.

Because number 33 was the next result this falls in the last 9 numbers on the table, so a dash is marked down.

Streets number 1 & 9 were the next two results and these were followed by a zero, so a dash was again marked down.

The last street was street number 5.
During play, you continue in this manner of marking down the street number instead of putting down the actual number on the wheel.

Bank

If you were to lose every single spin you would need a bank totalling 550 chips.

Because you will be covering almost half the numbers on the wheel over 20 spins, it is highly unlikely if not impossible that you will ever need the full amount.

Because we will be winning frequently a bank of 200 chips would be sufficient to start off play, but always have a back-up equal to what we would need should the most unlikely event appears.

How to Play

Sit down at a table and obtain 200 $2 chips.

- *Mark your scorecard in the manner described previously. You take the results off the scoreboard which shows the results from previous spins.*
- *You then place 1 chip on the 28/31 6 line, and 1 chip on the 31/34 six line.*
- *Checking your scorecard and ignoring the dashes, you find what the last street was. You do not play this street, but you find what the previous 3 streets are.*
- *Place 1 chip on these 3 streets.*
- *Win or lose, you then calculate the next bet in exactly the same way.*
- *Win or lose, place 2 chips on each of your five selections.*
- *Continue increasing your bets by 1 chip per selection, until you have played 10 spins.*
- *When you have completed 10 spins, start the cycle again by playing 1 chip on each of your 5 selections.*
- *On completion of spin number 20 cash in your chips, and calculate what you have won or lost.*

Win or Lose

There are basically 3 results you will have on each spin.

If you lose, you will lose 5 units on your first spin.

This is followed by losses of 10, 15, 20, 25, 30, 35, 40, 45, & 50 units depending on what spin you lose on.

Any wins on numbers 28, 29, 30, 34, 35, & 36 will return a profit of 1 unit on your first spin.

The reason that you will win 1 unit is because you will be paid out at 5 to 1. Four of your chips will be lost, so a profit of 1 unit remains.

This is followed by a profit of 2, 3, 4, 5, 6, 7, 8, 9, & 10 units depending on what spin you win on.

Any wins on the numbers 31, 32, 33, & any number covered by one of your 3 streets that you are playing will return a profit of 7 on your first spin.

The reason that you will win 7 units is because you will be paid out at 11 to 1. Four of your chips will be lost, so a profit of 7 units remains.

This is followed by a profit of 14, 21, 28, 35, 42, 49, 56, 63, & 70 units depending on what spin you win on.

Spin	1	2	3	4	5	6	7	8	9	10
Lose	5	10	15	20	25	30	35	40	45	50
6 Line Win	1	2	3	4	5	6	7	8	9	10
Street Win	7	14	21	28	35	42	49	56	63	70

As you can see at any point if you lose one spin and win the next spin with a street bet, you will make a profit.

If you win one spin with a street bet and then lose the next one, in the majority of cases you will make a profit out of the 2 spins.

If you lose 2 spins and then win one spin with a street bet, you will not lose if it is the first part of the cycle and you will not be at much of a loss if that occurred in the last part of the cycle.

If you lose 3 spins and then win 2 spins with streets bets, you will be well up with your profit-.;.

As you can see, ignoring what is happening with the results, you can make some very safe plays throughout the two 10 spin cycles.

Play Examples

Here are a few examples to show you how various plays can go.
I have highlighted certain points where ou may have stopped playing, if you had set out on a target of 50 chips profit or 100 chips profit.

X = Loss *√ = 6 Line Win* *√√ = Street Win*

Spin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Res	√	x	√	√√	√√	x	√	x	x	√√	x	√√	√	x	√√	x	√	x	√√	√√
Bet	5	10	15	20	25	30	35	40	45	50	5	10	15	20	25	30	35	40	45	50
Win	1		3	28	35		7			70		14	3		35		7		63	70
Lose		10				30		40	45		5			20		30		40		
Bal	1	-9	-6	22	57	27	34	-6	-51	19	14	28	31	11	46	16	23	-17	46	116

In the above example we would have won 116 chips within the 20 spin cycle.
A 50 chips minimum target would have been won in just 5 spins.
A 100 chip minimum target would have been won on the final spin.

Spin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Res	x	√√	√	√√	√√	x	√	√	x	x	√√	√	√√	x	x	√√	√√	√	√√	x
Bet	5	10	15	20	25	30	35	40	45	50	5	10	15	20	25	30	35	40	45	50
Win		14	3	28		6	7	8			7	2	21			42	49	8	63	
Lose	5				25				45	50				20	25					50
Bal	-5	9	12	40	15	21	28	36	-9	-59	-52	-50	-29	-49	-74	-32	17	25	88	38

In the above example we would have won 38 chips in the 20 spin cycle.
A 50 chip minimum target would have been won in 19 spins.
A 100 chip minimum target was not reached.

Spin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Res	x	x	x	x	√√	√	√	√√	√√	√√	√√	x	x	x	√√	√√	√√	√√	x	√
Bet	5	10	15	20	25	30	35	40	45	50	5	10	15	20	25	30	35	40	45	50
Win					35	6	7	56	63	70	7				35	42	49	56		10
Lose	5	10	15	20								10	15	20					45	
Bal	-5	-15	-30	-50	-15	-9	-2	54	117	187	194	184	169	149	184	226	255	311	266	276

In the above example we would have won 276 chips in the 20 spin cycle.
A 50 chip minimum target would have been won in 8 spins.
A 100 chip minimum target would have been won in 9 spin.

Spin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Res	x	x	√	√ √	x	x	x	x	√	x	x	x	x	√√	√	√√	x	√√	√√	√√
Bet	5	10	15	20	25	30	35	40	45	50	5	10	15	20	25	30	35	40	45	50
Win			3	28					9					28	5	42		56	63	70
Lose	5	10			25	30	35	40		50	5	10	15				35			
Bal	-5	-15	-12	16	-9	-39	-74	-114	-105	-155	-160	-170	-185	-157	-52	-110	-145	-89	-36	34

In the above example we would have won 34 chips in the 20 spin cycle.
A 50 chip and 100 chip minimum target was not reached, but you can see the ability of this system to recover from what was a poor part to the cycle.

Spin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Res	√	√√	x	√√	x	x	√	√√	√√	√√	√√	√	x	√√	√√	x	√√	√√	√√	x
Bet	5	10	15	20	25	30	35	40	45	50	5	10	15	20	25	30	35	40	45	50
Win	1	14		28			7	56	63	70	7	2		28	35		49	56	63	
Lose			15		25	30							15			30				50
Bal	1	15	0	28	3	-27	-20	36	99	169	176	178	163	191	226	196	245	301	364	414

In the above example we would have won 414 chips in the 20 spin cycle.
A 50 chip minimum target would have been won in 9 spins.
A 100 chip minimum target would have been won in 10 spins.

You can make a chart similar to the above and take it into the casino with you so that you will know which stage of play you are at.

As in all cases of gambling I recommend that you only use money that you can afford to lose.
I know this might sound like a silly statement, but you never know what will happen during your initial play.

I also recommend that when you do start to play, you should keep all your winnings.
Get yourself a notepad and write down details of all your plays.

You may even want to just start off with an aim to win a minimum of 50 chips or 100 chips.
Stop play when you reach this target.

When playing the full 20 spin cycle 1 also recommend that you stop play after 20 spins whether you win or lose.

You do not want to create any stress for yourself & if you are winning consistently, you do not want to attract the attention of the casino staff.
Just cash in your chips take a break and then maybe start play at another table.

That is basically all there is to know about Strike Force Roulette.
If there is anything that is not clear, do not hesitate to contact me and 1 will do my best to explain anything that isn't clear.

Just remember to ignore everything that is happening around you, stay in control, follow the rules, and become a winner.

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